REMARKS

The status of the claims is as follows:

Claims amended	:	1, 4, 7
Claims retained as is	:	2-3, 5-6, 8-19
Claims cancelled	:	none
Claims added	:	20-34
Claims now in application	:	1-34

Claims 1-34 are pending in the present application. Claim 1 is rejected under 35 U.S.C. §112, second paragraph as being indefinite. Claims 1, 4, 7 and 9-10 are rejected under 35 U.S.C. §102(e) as anticipated by Ng, U.S. Patent No. 5,971,855. Claims 2-3, 5-6, 8 and 11-19 are rejected under 35 U.S.C. §103(a) as obvious over Ng.

Rejection Under 35 U.S.C. §112, Second Paragraph

The Examiner rejects claim 1 under 35 U.S.C. §112, second paragraph as indefinite for use of the language "to an external side." The Examiner takes the position that this language does not clearly explain where transmitted data will be sent. Applicants respectfully traverse the Examiner's position. Data transmitted to an external side of the apparatus is data made available for transmission to another device, for example. One skilled in the art, after reading the present specification,

would readily understand that when data is transmitted to an external side of a first device, the data is available to a second device which is external to the first device. The Examiner is directed to the specification, page 34, line 11 - page 35, line 16, for example, wherein this phraseology is used and its meaning is apparent. From this passage, it is readily apparent that data is transferred to an external side and received from the external side. Therefore, one of ordinary skill in the art would understand that data is transferred out of a unit and into another unit. It is further noted that a transmitted signal does not require that the signal is received. It is well settled that the Applicant may be his own lexicographer provided the meaning of the term is not contrary to plain meanings. Here, the use of "external side" is not contrary to plain meaning. Accordingly, it is respectfully requested that the rejection under 35 U.S.C. §112, second paragraph be withdrawn.

Rejections Under 35 U.S.C. §102(e) and §103(a)

The Examiner rejects claims 1-19 as anticipated by or obvious over the Ng reference. Applicants respectfully traverse these rejections. Independent claim 1 recites, in part:

> wherein said data transmitter transmits data of the successfully trained character to the external side when transfer mode is instructed and in addition to the data of the successfully trained character, said data transmitter transmits the training initial values.

This limitation is not taught by the cited art. The cited art does not transmit both the trained character data, which includes the initial training values, and also the initial training values. Thus, the prior art does not enable one to determine how successful the prior player was when training the character. The present invention transmits data which is indicative of the trained character and the initial trained values. This allows a comparative analysis of the success in the training of the character from its initial training values to the ultimate trained character.

Claims 4 and 7 recite similar limitations.

Accordingly, it is respectfully requested that all rejections under 35 U.S.C. §102(e) and §103(a) be withdrawn.

Newly Added Claims

It is respectfully submitted that newly added claims 20-34 are allowable over the cited art for depending, either directly or indirectly, from one of claims 1, 4 and 7, discussed above.

All Pending Claims

For the convenience of the Examiner, APPENDIX II is provided herewith having a complete set of pending claims with all amendments effected therein.

Fees

Fourteen claims in excess of twenty are added. Accordingly, please charge the fee of $252.00 ($18.00 each) to Deposit Account No. 10-1250.

Applicant respectfully requests a one month extension of time for responding to the Office Action. Please charge the fee of $110.00 for the extension of time to Deposit Account No. 10-1250.

In light of the foregoing, the application is now believed to be in proper form for allowance of all claims and notice to that effect is earnestly solicited. Please charge any deficiency or credit any overpayment to Deposit Account No. 10-1250.

Respectfully submitted,
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APPENDIX I

AMENDED CLAIMS WITH AMENDMENTS INDICATED THEREIN BY BRACKETS AND UNDERLINING

1. (Amended) A video game apparatus comprising:

a monitor for displaying game images;

a plurality of operable members for operating the game images including a character displayed on the monitor;

a data transmitter for transmitting data to an external side;

a mode instructing member for selectively instructing a training mode and a transfer mode;

a first setter for setting a character to be trained and its training initial values when the training mode is instructed;

a training controller for obtaining training values to be added to the training initial values of the set character by causing the character to take actions in line of a training purpose according to the operation of the plurality of operable members;

an item giving device for giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members; [and]

a judger for judging whether training has been successful; and

wherein said data transmitter transmits data of the successfully trained character [are transmitted] to the external side when transfer mode is instructed and in addition to the data of the successfully trained character, said data transmitter transmits [by the data transmitter together with] the training initial values [when the transfer mode is instructed].

4. (Amended) A character training control method for training a character by operating game images including a character displayed on a monitor by a plurality of operable members, comprising the steps of:

setting a character to be trained and its training initial values when a training mode is instructed;

obtaining training values to be added to the training initial values of the character by causing the set character to take actions on the monitor in line with a training purpose according to the operation of the plurality of operable members;

giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members;

judging whether training has been successful; and

transferring the data of the successfully trained character to an external side when transfer mode is instructed, and in addition to the data of the successfully trained character, transferring [together with] the training initial values [when a transfer mode is instructed].

7. (Amended) A readable storage medium storing a video game program, the video game program being a character training control program comprising the steps of:

setting a character to be trained and its training initial values when a training mode is instructed;

obtaining training values to be added to the training initial values of the character by causing the set character to take actions on the monitor in line with a training purpose according to the operation of the plurality of operable members;

giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members;

judging whether training has been successful; and

transferring the data of the successfully trained character to an external side when transfer mode is instructed, and in addition to the data of the successfully

trained character, transferring [together with] the training initial values [when a transfer mode is instructed].

APPENDIX II
ALL PENDING CLAIMS WITH AMENDMENTS EFFECTED THEREIN

Sub. Cl 1. (Amended) A video game apparatus comprising:

a monitor for displaying game images;

a plurality of operable members for operating the game images including a character displayed on the monitor;

a data transmitter for transmitting data to an external side;

a mode instructing member for selectively instructing a training mode and a transfer mode;

a first setter for setting a character to be trained and its training initial values when the training mode is instructed;

a training controller for obtaining training values to be added to the training initial values of the set character by causing the character to take actions in line of a training purpose according to the operation of the plurality of operable members;

an item giving device for giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members;

a judger for judging whether training has been successful; and

wherein said data transmitter transmits data of the successfully trained character to the external side when transfer mode is instructed and in addition to the data of the successfully trained character, said data transmitter transmits the training initial values.

2. A video game apparatus according to claim 1, wherein the data of the successfully trained character are transmitted to the external side by the data transmitter together with the given items in addition to the training initial values when the transfer mode is instructed.

3. A video game apparatus according to claim 2, further comprising:

a data receiver for receiving data from an external side; and

a second setter for setting a character received from the external side by the data receiver and provided with training initial values and given items as an object to be trained.

4. (Amended) A character training control method for training a character by operating game images including a character displayed on a monitor by a plurality of operable members, comprising the steps of:

setting a character to be trained and its training initial values when a training mode is instructed;

obtaining training values to be added to the training initial values of the character by causing the set character to take actions on the monitor in line with a training purpose according to the operation of the plurality of operable members;

giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members;

judging whether training has been successful; and

transferring the data of the successfully trained character to an external side when transfer mode is instructed, and in addition to the data of the successfully trained character, transferring the training initial values.

5. A character training control method according to claim 4, wherein in the step of transferring, the data of the successfully trained character to an external side together with the given items in addition to the training initial values when the transfer mode is instructed.

6. A character training control method according to claim 5, further comprising the steps of:

receiving character data provided with training initial values and given items from an external side; and

setting the received character as an object to be trained when the training mode is instructed.

7. (Amended) A readable storage medium storing a video game program, the video game program being a character training control program comprising the steps of:

setting a character to be trained and its training initial values when a training mode is instructed;

obtaining training values to be added to the training initial values of the character by causing the set character to take actions on the monitor in line with a training purpose according to the operation of the plurality of operable members;

giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members;

judging whether training has been successful; and

transferring the data of the successfully trained character to an external side when transfer mode is instructed, and in addition to the data of the successfully trained character, transferring the training initial values.

8. A readable storage medium according to claim 7, wherein the character training control program further comprising the steps of:

receiving character data provided with training initial values from the external side; and

setting the received character as an object to be trained when the training mode is instructed.

9. A readable storage medium according to claim 7, wherein the character training control program further comprising the step of transmitting a reception permission requiring command when the data of the successfully trained character are transmitted to the external side together with the training initial values.

10. A readable storage medium according to claim 9, wherein the character training control program further comprising the step of transmitting a transmission requiring command when data of a character provided with its training initial values are received from the external side.

11. A readable storage medium according to claim 8, wherein the character training control program further comprises the step of displaying, on the monitor, how many times the same character has been transmitted to the external side in the transfer mode.

12. A readable storage medium according to claim 8, further comprising another video game program executable using one or more successfully trained characters.

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13. A readable storage medium according to claim 7, wherein in the step of transferring, the data of the successfully trained character to an external side together with the given items in addition to the training initial values when the transfer mode is instructed.

14. A readable storage medium according to claim 13, wherein the character training control program further comprising the steps of:

receiving character data provided with training initial values and given items from the external side; and

setting the received character as an object to be trained when the training mode is instructed.

15. A readable storage medium according to claim 13, wherein the character training control program further comprising the step of transmitting a reception permission requiring command when the data of the successfully trained character are transmitted to the external side together with the training initial values and the given items.

16. A readable storage medium according to claim 15, wherein the character training control program further comprising the step of transmitting a transmission requiring command when data of a character provided with its training initial values and given items are received from the external side.

17. A readable storage medium according to claim 13, wherein items different from those already given are given to the character when the character received from the external side is trained.

18. A readable storage medium according to claim 13, wherein the character training control program further comprises the step of displaying, on the monitor, how many times the same character has been transmitted to the external side in the transfer mode.

19. A readable storage medium according to claim 13, further comprising another video game program executable using one or more successfully trained characters.

20. (Newly added) A video game apparatus according to claim 1, wherein the data transmitter transmits data wirelessly.

21. (Newly added) A video game apparatus according to claim 20, wherein the data transmitter transmits data with infrared signals.

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22. (Newly added) A video game apparatus according to claim 1, wherein the data transmitter transmits data with infrared signals.

23. (Newly added) A video game apparatus according to claim 1, wherein the data transmitter transmits data through a cable.

25. (Newly Added) A video game apparatus according to claim 1, further comprising a probability changer for setting a probability for a plurality of remaining experience points.

25. (Newly Added) A character training control method according to claim 4, wherein data is transferred wirelessly.

26. (Newly Added) A character training control method according to claim 25, wherein data is transferred with infrared signals.

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27. (Newly Added) A character training control method according to claim 4, wherein data is transferred with infrared signals.

cont

25. (Newly Added) A character training control method according to claim 4, wherein data is transferred through a cable.

28. (Newly Added) A character training control method according to claim 4, further comprising setting a probability for a plurality of remaining experience points.

30. (Newly Added) A character training control program according to claim 7, wherein data is transferred wirelessly.

31. (Newly Added) A character training control program according to claim 30, wherein data is transferred with infrared signals.

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32. (Newly Added) A character training control program according to claim 7, wherein data is transferred with infrared signals.

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33. (Newly Added) A character training control program according to claim 7, wherein data is transferred through a cable.

34. (Newly Added) A character training control program according to claim 7, further comprising setting a probability for a plurality of remaining experience points.